<b>Year: 13</b>	
Subject:	
Maths A	leve

Curriculum Intent: Students will understand mathematics and mathematical processes in a way that promotes confidence, fosters enjoyment and provides a strong foundation for progress to further study. Students will build on their year 12 foundations as they tackle the more complex challenges of the course. The course continues with pure, statistics and mechanics content, with a larger focus on modelling and problem solving. All in-class assessments will use prior exam questions and be graded A\* to E.



iviatris A level	All III-class assessments will use prior exam questions and be graded A to E.				
	Term 1	Term 2			
Topic Titles (in order of delivery)	1. Functions 2. Sequences & Series 3. Further Transformations & Modulus function 4. Proof 5. Probability 6. Normal Distribution  1. Further Differentiation 2. Further Integration 3. Differential Equatio 4. Numerical Integration	1. Complete Normal Distribution 2. Further Hypothesis Testing 3. Further Calculus and Parametrics 4. Numerical Solutions  1. Further Vectors 2. Forces on a slope 3. Moments 4. Projectiles	Review and Revise     Review and Revise		
Key knowledge / Retrieval topics	<ul> <li>Functions:         <ul> <li>Understand the effect of combinations of transformations on the graph of y = f(x) including sketching associated graphs, describing transformations and finding relevant equations.</li> <li>Understand and be able to use inverse functions and their graphs, and composite functions. Know the condition for the inverse function to exist and be able to find the inverse of a function either graphically, by</li> </ul> </li> <li>Further         <ul> <li>Be able to differentiate using the chain rule.</li> <li>Be able to differentiate using the chain rule, including problems involving connected rates of change and inverse functions.</li> </ul> </li> <li>Further Differentiation:         <ul> <li>Be able to</li> <li>differentiate using the chain rule.</li> </ul> </li> <li>Be able to</li> <li>differentiate using the quotient rule.</li> <li>Be able to</li> <li>Further Integration into the product rule and the quotient rule.</li> </ul> <li>Be able to</li> <li>differentiate using the quotient rule.</li> <li>Be able to</li> <li>Further Integration into differentiate using the chain rule.</li> <li>Be able to</li> <li>Further Integration into the product rule and the quotient rule.</li> <li>Be able to</li> <li>differentiate using the chain rule.</li> <li>Be able to</li> <li>differentiate using the quotient rule.</li> <li>Be able to</li> <li>differentiate using the quotient rule.</li> <li>Be able to</li> <li>action in the product rule and the quotient rule.</li> <li>Be able to</li> <li>action in the product rule and the quotient rule.</li> <li>Be able to</li> <li>action in the product rule and the quotient rule.</li> <li>Be able to</li> <li>action in the product rule and the quotient rule.</li> <li>Be able to</li> <li>action in the product rule and the quotient r</li>	<ul> <li>Be able to select an appropriate probability distribution for a context, with appropriate reasoning, including recognising when the binomial or normal model may not be appropriate.</li> <li>Be able to extend the constant acceleration formulae to motion in two dimensions using vectors: v = u + at</li> <li>s = ut + 1/2 at<sup>2</sup></li> <li>s = 1/2 (u + v)t</li> </ul>	1. 1.		

- reflection in the line y = x, or algebraically.
- Be able to use functions in modelling.

## 2. Sequences and Series:

- Be able to work with sequences including those given by a formula for the *n*th term and those generated by a simple relation of the form  $x_{n+1} = f(x_n).$
- Understand the meaning of and work with increasing sequences, decreasing sequences and periodic sequences.
- Understand and be able to use sigma notation for sums of series.
- Understand and be able to work with arithmetic sequences and series, including the formulae for the *n*th term and the sum to *n* terms.
- Understand and be able to work with geometric sequences and series including the formulae for the *n*th term and the sum of a finite geometric series.
- Understand and be able to work with the sum to infinity of a convergent geometric series, including the

- Be able to use a definite integral to find the area between two curves.
- Be able to carry out simple cases of integration by substitution.
- Be able to carry out simple cases of integration by parts.
- Be able to integrate functions using partial fractions that have linear terms in the denominator.
- Differential **Equations:**
- Be able to construct simple differential equations in pure mathematics and in context (contexts may include kinematics, population growth and modelling the relationship between price and demand).
- Be able to evaluate the analytical solution of simple first order differential equations with separable variables, including finding particular solutions.
- Be able to interpret the solution of a differential equation in the context of solving a problem, including identifying

- Be able to conduct a statistical hypothesis test for the mean of a normal distribution with known, given or assumed variance and interpret the results in context.
- Understand Pearson's productmoment correlation coefficient as a measure of how close data points lie to a straight line.
- Use and be able to interpret Pearson's product-moment correlation coefficient in hypothesis tests, using either a given critical value or a p-value and a table of critical values.

## 3. Further Calculus and Parametrics:

- Understand and be able to use the second derivative in connection to convex and concave sections of curves and points of inflection.
- Be able to apply differentiation to find points of

differentiation and integration to two dimensions using vectors:

$$x = f(t)i + g(t)j$$

$$v = \frac{dx}{dt} = \dot{x}$$
$$= f'(t)i + g'(t)j$$

$$a = \frac{dv}{dt} = \dot{v} = \frac{d^2x}{dt^2}$$
$$= f''(t)\dot{i} + g''(t)$$

$$x = \int vdt \text{ and }$$
$$v = \int adt$$

Be able to model motion under gravity in a vertical plane using vectors where  $a = \begin{pmatrix} 0 \\ -g \end{pmatrix}$ 

or 
$$a = -gj$$
.

## Forces on a slope:

- Be able to extend use of Newton's second law to situations where forces need to be resolved (restricted to two dimensions).
- Be able to extend use of Newton's third law to situations where forces need to be resolved (restricted to two dimensions).
- Be able to use the principle that a particle is in

use of $ r  < 1$ and the
use of modulus
notation in the
condition for
convergence.

- Be able to use sequences and series in modelling.
- 3. Further
  Transformations &
  Modulus function:
- Understand the effect of simple transformations on the graph of y = f(x) including sketching associated graphs, describing transformations and finding relevant equations:

equations. y = af(x), y = f(x) + a, y = f(x + a) and y = f(ax),for any real a.

- Be able to sketch the graph of the modulus of a linear function involving a single modulus sign.
- Be able to sketch the graph of the modulus of a linear function involving a single modulus sign.
- Understand and be able to use the definition of a function.
- Understand and be able to use the modulus function, including the notation

limitations of the solution.

- Numerical Integration:
- Understand and be able to use integration as the limit of a sum.
- Understand and be able to use numerical integration of functions, including the use of the trapezium rule, and estimating the approximate area under a curve and the limits that it must lie between.

inflection on a curve.

- Understand and be able to use the parametric equations of curves and be able to convert between cartesian and parametric forms.
- Be able to differentiate simple functions and relations defined parametrically for the first derivative only.
- Be able to use parametric equations in modelling in a variety of contexts.
- 4. Numerical Solutions:
- Be able to locate roots of f(x) = 0 by considering changes of sign of f(x) in an interval of x on which f(x) is sufficiently well-behaved.
- Understand how change of sign methods can fail.
- Be able to solve equations approximately using simple iterative methods and be able to

- equilibrium if and only if the sum of the resolved parts in a given direction is zero
- Be able to resolve forces for more advanced problems involving connected particles and smooth pulleys.
- Understand the term 'resultant' as applied to two or more forces acting at a point and be able to use vector addition in solving problems involving resultants and components of forces.
- Be able to solve problems involving the dynamics of motion for a particle moving in a plane under the action of a force or forces.
- Be able to represent the contact force between two rough surfaces by two components (the 'normal' contact force and the 'frictional' contact force).
- Understand and be able to use the

	x , and use relations	dray	w associated		coefficient of		
	such as $ a  =  b  \Leftrightarrow a^2 = b^2$		web and		friction and the		
	and $ x-a  < b \Leftrightarrow a-b <$		rcase diagrams.		$F \leq \mu R$ model of		
	x < a + b in the course of		able to solve		friction in one and		
	solving equations and		ations using		two dimensions,		
	inequalities.		Newton-		including the		
		Rap	hson method		concept of limiting		
		and	other		friction.		
4.	Proof:	recu	urrence	•	Understand and be		
• t	Understand and be able	rela	itions of the		able to solve		
	to use the structure of	forn	m		problems regarding		
1	mathematical proof,	$x_{n+1}$	$g_1 = g(x_n).$		the static		
	proceeding from given		derstand and be		equilibrium of a		
	assumptions through a	able	e to show how		body on a rough		
	series of logical steps to a	such	h methods can		surface and solve		
	conclusion.	fail.			problems regarding		
	Be able to show disproof				limiting		
	by counter example.				equilibrium.		
	Understand and be able			•	Understand and be		
	to use proof by				able to solve		
	contradiction.				problems regarding		
	contradiction				the motion of a		
5.	Probability:				body on a rough		
	Understand and be able				surface.		
					Moments:		
	to use conditional						
	probability, including the				Understand and be		
	use of tree diagrams,				able to use the unit		
	Venn diagrams and two-				for moment (N m).		
	way tables.				Be able to calculate		
	Understand the concept				the moment of a		
	of conditional probability				force about an axis		
	and calculate it from first				through a point in		
	principles in given				the plane of the		
	contexts.				body.		
•	Be able to model with			•	Understand that		
	probability, including				when a rigid body		
	critiquing assumptions				is in equilibrium		
	made and the likely				the resultant		
	effect of more realistic				moment is zero		
	assumptions.				and the resultant		
	,				force is zero.		
6.	Normal Distribution:				-		
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	<ul> <li>Know and be able to use the formulae μ = np and σ² = npq when choosing a particular normal model to use as an approximation to a binomial model.</li> <li>Understand and be able to use the normal distribution as a model.</li> <li>Be able to find probabilities using the normal distribution, using appropriate calculator functions.</li> <li>Understand links to histograms, mean and standard deviation.</li> </ul>	Be able to use moments in simple static contexts.  Projectiles: Be able to model the motion of a projectile as a particle moving with constant acceleration and understand the limitation of this model.		
Understanding /	Building on prior knowledge and making connections be	tween topics.		
Sequence of delivery				
Assessment	End of Topic Assessed Homework Integralmaths.org online topic assessments	End of Topic Assessed Homework and Practice Papers Integralmaths.org online topic assessments	Practice Papers	
ASSESSMENT	Class tests. Past Exam Questions Grade Boundaries based on A Level 2019-2024	PPE & Class tests.  Past Exam Questions  Grade Boundaries based on A Level 2019- 2024	A Level Exams	